

	A	B	C	D	E
1	JUN KAZAMA	Command/Situation	Category		Changes
2		Balance Direction	-	-	- In this mod, I've primarily added transitions and variants introduced in Tag 2, but never returned, while also adding in a few changes, and making other, not-so-subtle changes on paper, but changes that I expect won't actually affect much in an actual match. - I will also be referring to Jun's special side step such as "⇨☹☹(⇧or⇩)" as "Sidestep Step" with capital initials.
3		☹☹ ⇨☹☹	Behavior	↑	- Decreased the input frame window for follow-ups from Izumo by 6 frames. The reason for this is due to the uncanny effect created by the long pause before Jun delivers the next attack, and the unassuming guard stun forced on the opponent. Now, the player to attack faster, while retaining existing frame properties for both player and opponent.
4		☹☹☹⇨	New Move	↑	- It is now possible to transition to Genjitsu from Spear Step.
5		➡☹☹	New Move	↑	- It is now possible to transition to Genjitsu from Kanbashira.
6		⇨☹☹ ⇨☹☹ during front hit on ground ☹☹	Behavior + Balance	↑↓	- I adjusted the condition for getting Sumiregari to an on-command Attack Throw, like how it was in Tag 2. On counter-hit, the Attack Throw remains automatic, however, rewarding the player for either execution or timing. - The frame advantage on block has been changed from -10 to -13, and on hit, +6 to +3. This is because the move is now more viable for securing damage on normal hit. Not landing the Attack Throw rewards you with less frame advantage. While the move is stronger, the counterbalance is it's slow startup, and the punishment risk.
7		⇨☹☹☹☹	New Move	↑	- It is now possible to transition to Izumo from Ryuen to Elbow.
8		⇨☹☹☹(⇧or⇩)	New Move	↑	- It is now possible to shift to Side Step from Ryuen to Elbow.
9		☹☹☹☹	New Move	↑	- Restored her Blizzard Combo. Links to the "Jab" sequences.
10		☹☹☹	New Move	↑	- It is now possible to transition to Izumo from White Heron.
11		☹☹⇨	New Move	↑	- It is now possible to transition to Genjitsu from White Heron.
12		☹☹(⇧or⇩)	New Move	↑	- It is now possible to shift to Side Step from White Heron.
13		⇨➡☹☹☹		↓	Removed tornado property
14		⇨➡☹☹☹	Behavior	↑	Added tornado property
15		During Izumo ☹☹	Behavior	↑	- Changed opponent's behavior on aerial hit and increased recovery by 4 frames. Admittedly, this change was made as a response to the nerf to "Strong Aerial Spike (face down) in 1.02.01.
16		During Side Step ⇩	New Move	-	- By inputting "⇩", it is now possible to transition into a crouched state from Side Step. This was added to give more options to what could be considered a stance, since the player cannot defend themselves in this state.